Attachment 3

GLOSSARY OF TERMS

1. <u>Binary-coded decimal</u>. A system of character coding in which decimal digits are coded in terms of binary digits.

2. <u>Central processor</u>. A unit of a computer that includes the circuits controlling the interpretation and execution of instructions.

3. <u>Character</u>. A letter, digit, or other symbol that is used as part of the organization, control, or representation of data.

4. <u>Character code</u>. The bit pattern assigned to a particular character in a coded character set.

5. <u>Character-oriented equipment</u>. Equipment which acts upon individual characters as contrasted to one which operates upon binary data.

6. <u>Coded character set</u>. A set of characters together with the code assigned to each character for machine use.

7. <u>Collate</u>. To combine items from two or more ordered sets into one set having specified order not necessarily the same as any of the original sets.

8. <u>Collating sequence</u>. An ordering assigned to a set of items, such that any two sets in that assigned order can be collated.

9. <u>Compiler</u>. A computer program that prepares a machine language program from a program written in another programming language.

10. <u>Floating point</u>. A number system in which numeric information is represented by an integral number multiplied by a specified power of a fixed positive integer base.

11. <u>Format</u>. The arrangement of data.

12. <u>Hollerith</u>. Pertaining to a particular type of code or punched card utilizing 12 rows per column and usually 80 columns per card.

13. <u>Machine-independent software</u>. Software having characteristics that are independent of the particular machine models upon which it is executed.